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1 [Textures and radiosity: controlling emission and reflection with texture maps](#)



Reid Gershbein, Peter Schröder, Pat Hanrahan

 July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

 Full text available: pdf(239.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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In this paper we discuss the efficient and accurate incorporation of texture maps into a hierarchical Galerkin radiosity algorithm. This extension of the standard algorithm allows the use of textures to describe complex reflectance and emittance patterns over surfaces, increasing the realism and complexity of radiosity images. Previous approaches to the inclusion of textures have either averaged the texture to yield a single color for the radiosity computations, or exhaustively generated de ...

Keywords: global illumination, hierarchical radiosity, texture mapping, wavelets

2 [The virtual mesh: a geometric abstraction for efficiently computing radiosity](#)



L. Alonso, F. Cuny, S. Petit Jean, J.-C. Paul, S. Lazard, E. Wies

 July 2001 **ACM Transactions on Graphics (TOG)**, Volume 20 Issue 3

Publisher: ACM Press

 Full text available: pdf(2.88 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this article, we introduce a general-purpose method for computing radiosity on scenes made of parametric surfaces with arbitrary trimming curves. In contrast with past approaches that require a tessellation of the input surfaces (be it made up of triangles or patches with simple trimming curves) or some form of geometric approximation, our method takes full advantage of the rich and compact mathematical representation of objects. At its core lies the *virtual mesh*, an abstraction of the ...

Keywords: Curves and surfaces, illumination, radiosity, virtual mesh, wavelets

3 [Wavelet radiosity](#)



Steven J. Gortler, Peter Schröder, Michael F. Cohen, Pat Hanrahan

 September 1993 **Proceedings of the 20th annual conference on Computer graphics**


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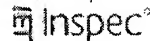
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